FIG. 1

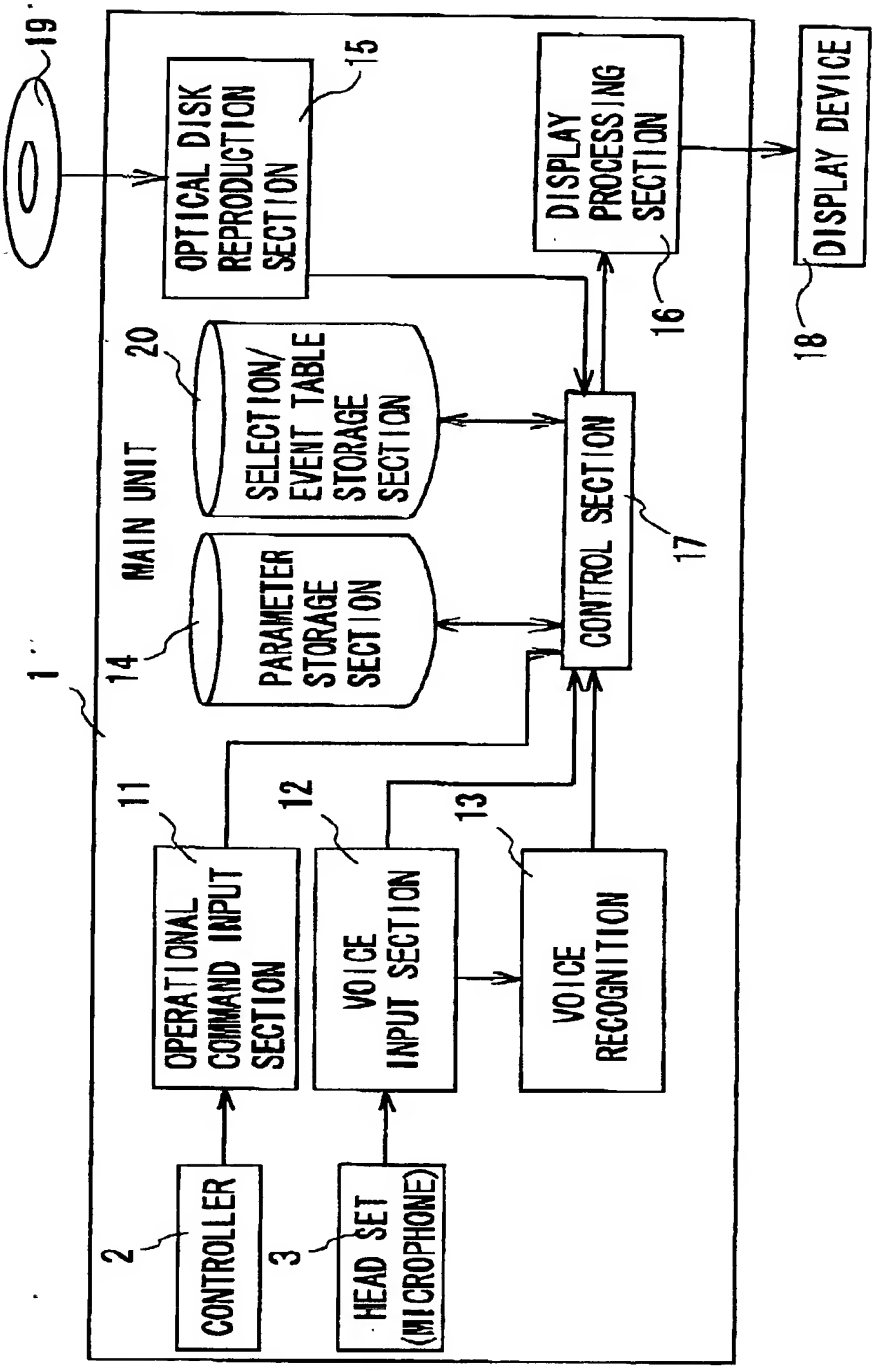
19
OPTICAL DISK REPRODUCTION SECTION
15
DISPLAY PROCESSING SECTION
DISPLAY DEVICE
16
18
MAIN UNIT
1
20
SELECTION/ EVENT TABLE STORAGE SECTION
PARAMETER STORAGE SECTION
14
CONTROL SECTION
17
11
12
13
OPERATIONAL COMMAND INPUT SECTION
VOICE INPUT SECTION
VOICE RECOGNITION
2
CONTROLLER
3
HEAD SET (MICROPHONE)

FIG. 2

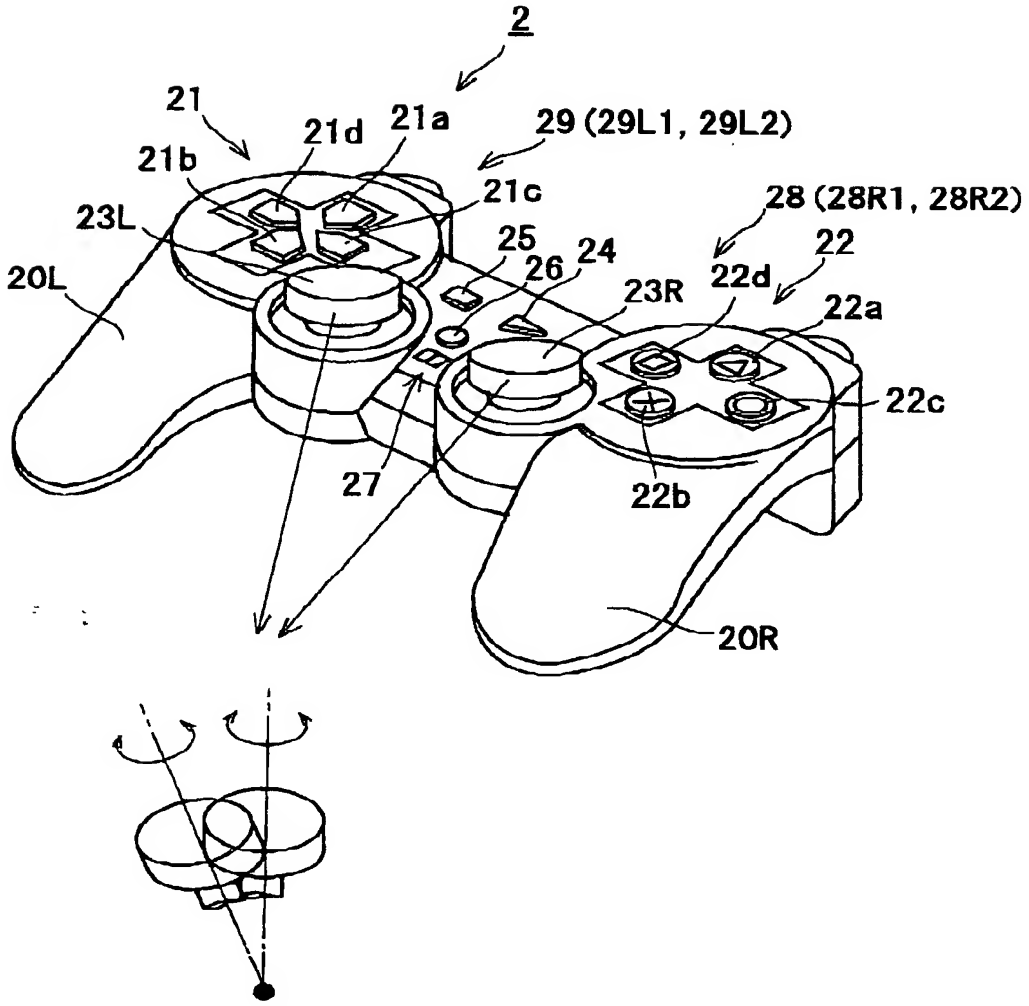
2
21
21d
21a
29 (29L1, 29L2)
21b
21c
28 (28R1, 28R2)
23L
25
26
24
22
20L
23R
22d
22a
22c
27
22b
20R

FIG. 3

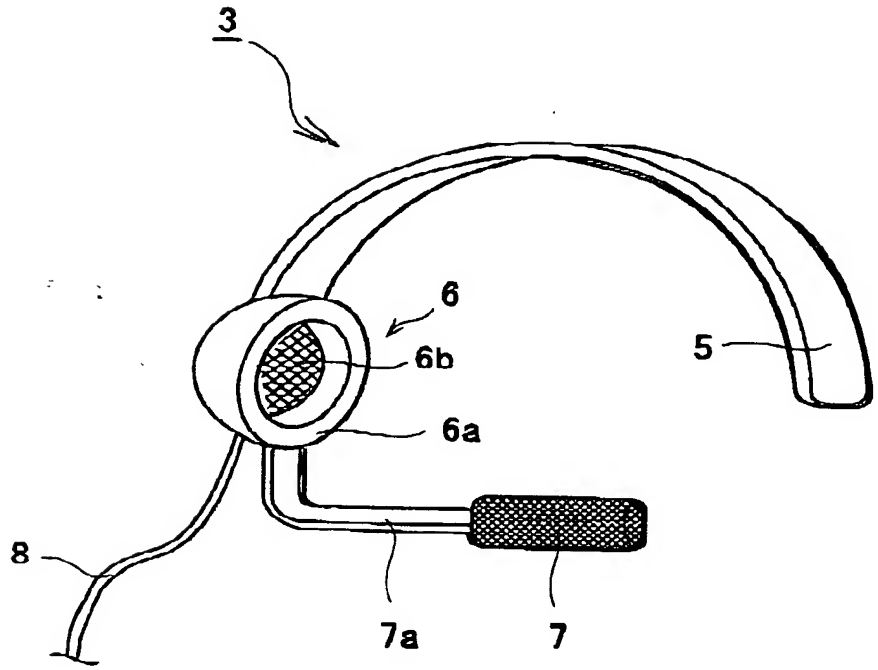

FIG. 4

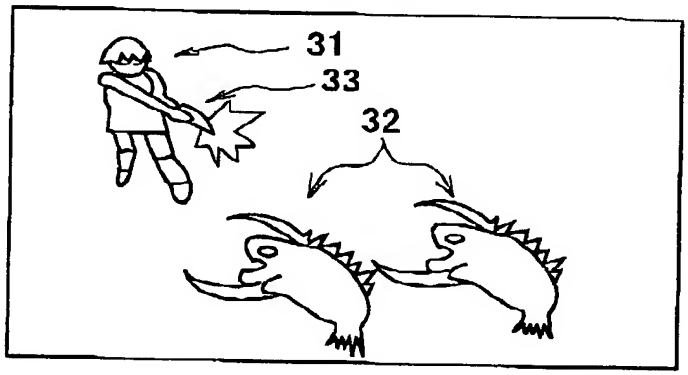

FIG. 5

	PARAMETERS FOR LEADING CHARACTER	VALUE
0	LIFE	0–255
1	MENTAL POWER	%
2	APPARENT FEARFULNESS	%
3	SKILL LEVEL	%
4	ACCURACY LEVEL	%
5	RESIDUAL NUMBER OF BULLETS	%
6	ENEMY SEARCH ABILITY	%
7	ATTACK RANGE	MAYA
8	FIELD OF VIEW(FORWARD VIEW)	MAYA
9	SPEED	16 STEPS (0–15)
10	TERROR	%
11	OFFENSIVE POWER	0–255
12	DEFENSIVE POWER	0–255
13	CONTINUOUS SHOOTING ABILITY	FRAME
14	DAMAGE COUNTER	0–255
15	CONSUMPTION LEVEL OF MAGAZINE	%
16	FIELD OF VIEW(ANGLE)	MAYA
17	FIELD OF VIEW(SENSE)	MAYA
18	SHORT-DISTANCE OFFENSIVE POWER	%
19	MIDDLE-DISTANCE OFFENSIVE POWER	%
20	LONG-DISTANCE OFFENSIVE POWER	%
21	DODGE SKILL FROM SHORT-DISTANCE ATTACK	%
22	DODGE SKILL FROM MIDDLE-DISTANCE ATTACK	%
23	DODGE SKILL FROM LONG-DISTANCE ATTACK	%
24	ENDURANCE POWER AGAINST SHORT-DISTANCE ATTACK	%
25	ENDURANCE POWER AGAINST MIDDLE-DISTANCE ATTACK	%
26	ENDURANCE POWER AGAINST LONG-DISTANCE ATTACK	%

FIG. 6

	PARAMETERS FOR ENEMIES	VALUE
0	LIFE	0–255
1	MENTAL POWER	%
2	APPARENT FEARFULNESS	%
3	SKILL LEVEL	%
4	ACCURACY LEVEL	%
5	RESIDUAL NUMBER OF BULLETS	%
6	ENEMY SEARCH ABILITY	%
7	ATTACK RANGE	MAYA
8	FIELD OF VIEW(FORWARD VIEW)	MAYA
9	SPEED	16 STEPS (0–15)
10	TERROR	%
11	OFFENSIVE POWER	0–255
12	DEFENSIVE POWER	0–255
13	CONTINUOUS SHOOTING ABILITY	FRAME
14	DAMAGE COUNTER	0–255
15	CONSUMPTION LEVEL OF MAGAZINE	%
16	FIELD OF VIEW(ANGLE)	MAYA
17	FIELD OF VIEW(SENSE)	MAYA
18	SHORT-DISTANCE OFFENSIVE POWER	%
19	MIDDLE-DISTANCE OFFENSIVE POWER	%
20	LONG-DISTANCE OFFENSIVE POWER	%
21	DODGE SKILL FROM SHORT-DISTANCE ATTACK	%
22	DODGE SKILL FROM MIDDLE-DISTANCE ATTACK	%
23	DODGE SKILL FROM LONG-DISTANCE ATTACK	%
24	ENDURANCE POWER AGAINST SHORT-DISTANCE ATTACK	%
25	ENDURANCE POWER AGAINST MIDDLE-DISTANCE ATTACK	%
26	ENDURANCE POWER AGAINST LONG-DISTANCE ATTACK	%
27	STROKE ENDURANCE	%
28	FIRE ENDURANCE	%
29	WATER ENDURANCE	%
30	ACID ENDURANCE	%
31	THUNDER ENDURANCE	%
32	WEAK POINT ID	%
33	PURSUING ABILITY(PERSISTENCY)	
34	CRITICAL ENDURANCE	

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FIG. 7

	PARAMETERS FOR ARMS	VALUE
0	RANGE	M
1	WEIGHT(SIZE)	KG
2	OFFENSIVE POWER	0-255
3	CONTINUOUS SHOOTING SPEED	FRAME
4	NUMBER OF LOADING	0-1023
5	FIELD OF VIEW(FORWARD VIEW)	M
6	FIELD OF VIEW(ANGLE)	M
7	FIELD OF VIEW(SENSE)	M
8	BULLET LOADING TIME	FRAME
9	ATTACK RANGE	
10	ACCURACY	%
11	SHORT-DISTANCE OFFENSIVE POWER	%
12	MIDDLE-DISTANCE OFFENSIVE POWER	%
13	LONG-DISTANCE OFFENSIVE POWER	%
14	DODGE SKILL FROM SHORT-DISTANCE ATTACK	%
15	DODGE SKILL FROM MIDDLE-DISTANCE ATTACK	%
16	DODGE SKILL FROM LONG-DISTANCE ATTACK	%
17	ENDURANCE POWER AGAINST SHORT-DISTANCE ATTACK	%
18	ENDURANCE POWER AGAINST MIDDLE-DISTANCE ATTACK	%
19	ENDURANCE POWER AGAINST LONG-DISTANCE ATTACK	%

FIG. 8

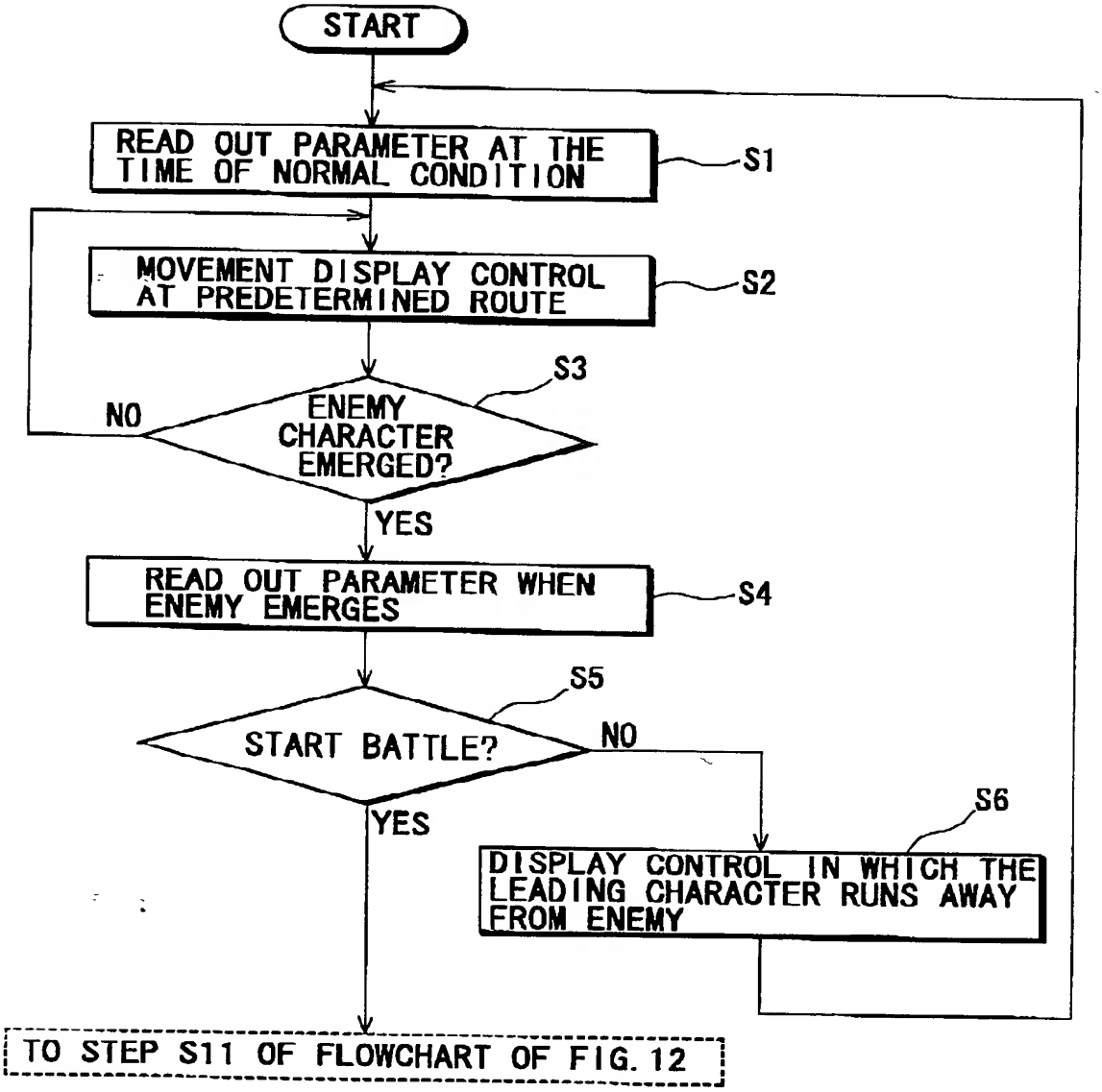
START
READ OUT PARAMETER AT THE TIME OF NORMAL CONDITION
S1
MOVEMENT DISPLAY CONTROL AT PREDETERMINED ROUTE
S2
S3
NO
ENEMY CHARACTER EMERGED?
YES
READ OUT PARAMETER WHEN ENEMY EMERGES
S4
S5
START BATTLE?
NO
YES
S6
DISPLAY CONTROL IN WHICH THE LEADING CHARACTER RUNS AWAY FROM ENEMY
TO STEP S11 OF FLOWCHART OF FIG. 12

FIG. 9

	RANGE	CONSTANT	
MENTAL POWER	0 TO 1	1	WEAK↔STRONG
TERROR	0 TO 1	0.15	FEARLESS↔FEARFUL
SKILL LEVEL	0 TO 1	1	LESS↔MUCH

FIG. 10

	RANGE	CONSTANT	
MENTAL POWER	0 TO 1	0.25	WEAK↔STRONG
APPARENT FEARFULNESS	0 TO 1	0.1	FEARLESS↔FEARFUL
NUMBER OF ENEMIES NEARBY	0 TO 1	0.1	LESS↔MUCH
DISTANCE TO ENEMY	0 TO 1	0	CLOSE↔DISTANT
SKILL LEVEL	0 TO 1	0.1	LESS↔MUCH

FIG. 11

	RANGE	CONSTANT	
HIT RATIO OF OWN ATTACK	0 TO 1	0.7	LOW↔HIGH
TERROR	0 TO 1	0.5	FEARLESS↔FEARFUL
DISTANCE TO TARGET	0 TO 1	0.4	CLOSE↔DISTANT
NUMBERS OF EMEMIES NEARBY	0 TO 1	0.5	LESS↔MUCH
HIT RATIO OF ENEMY'S ATTACK	0 TO 1	0.8	LOW↔HIGH
DISTANCE TO ENEMY	0 TO 1	0.6	CLOSE↔DISTANT

FIG. 12

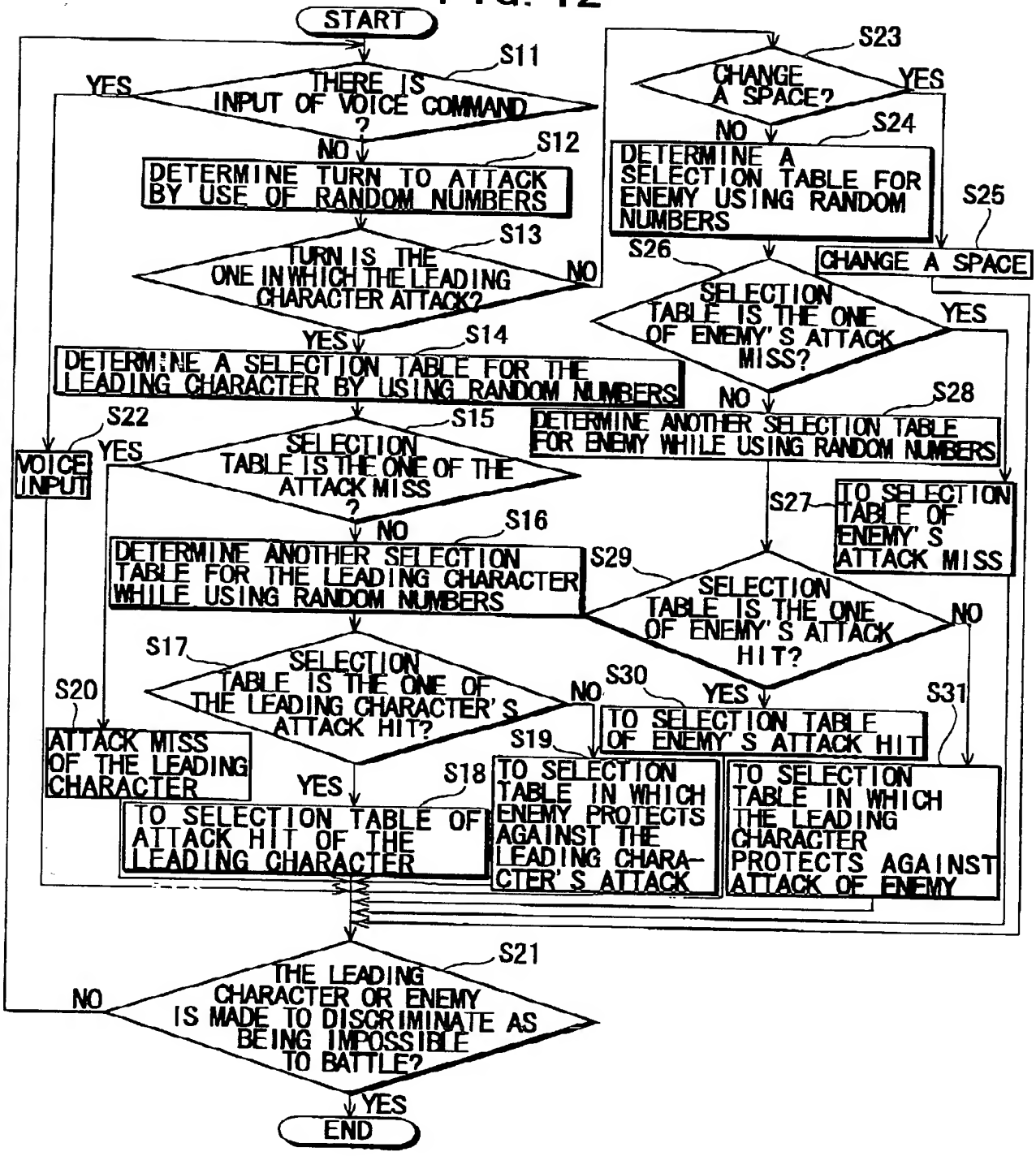
START
S11
THERE IS INPUT OF VOICE COMMAND ?
YES
NO
S12
DETERMINE TURN TO ATTACK BY USE OF RANDOM NUMBERS
S13
TURN IS THE ONE IN WHICH THE LEADING CHARACTER ATTACK?
NO
YES
S14
DETERMINE A SELECTION TABLE FOR THE LEADING CHARACTER BY USING RANDOM NUMBERS
S15
SELECTION TABLE IS THE ONE OF THE ATTACK MISS ?
YES
NO
S16
DETERMINE ANOTHER SELECTION TABLE FOR THE LEADING CHARACTER WHILE USING RANDOM NUMBERS
S17
SELECTION TABLE IS THE ONE OF THE LEADING CHARACTER'S ATTACK HIT?
NO
YES
S18
TO SELECTION TABLE OF ATTACK HIT OF THE LEADING CHARACTER
S19
TO SELECTION TABLE IN WHICH ENEMY PROTECTS AGAINST THE LEADING CHARACTER'S ATTACK
S20
ATTACK MISS OF THE LEADING CHARACTER
S21
THE LEADING CHARACTER OR ENEMY IS MADE TO DISCRIMINATE AS BEING IMPOSSIBLE TO BATTLE?
NO
YES
END
S22
VOICE INPUT
S23
CHANGE A SPACE?
YES
NO
S24
DETERMINE A SELECTION TABLE FOR ENEMY USING RANDOM NUMBERS
S25
CHANGE A SPACE
S26
SELECTION TABLE IS THE ONE OF ENEMY'S ATTACK MISS?
YES
NO
S27
TO SELECTION TABLE OF ENEMY'S ATTACK MISS
S28
DETERMINE ANOTHER SELECTION TABLE FOR ENEMY WHILE USING RANDOM NUMBERS
S29
SELECTION TABLE IS THE ONE OF ENEMY'S ATTACK HIT?
NO
YES
S30
TO SELECTION TABLE OF ENEMY'S ATTACK HIT
S31
TO SELECTION TABLE IN WHICH THE LEADING CHARACTER PROTECTS AGAINST ATTACK OF ENEMY

FIG. 13

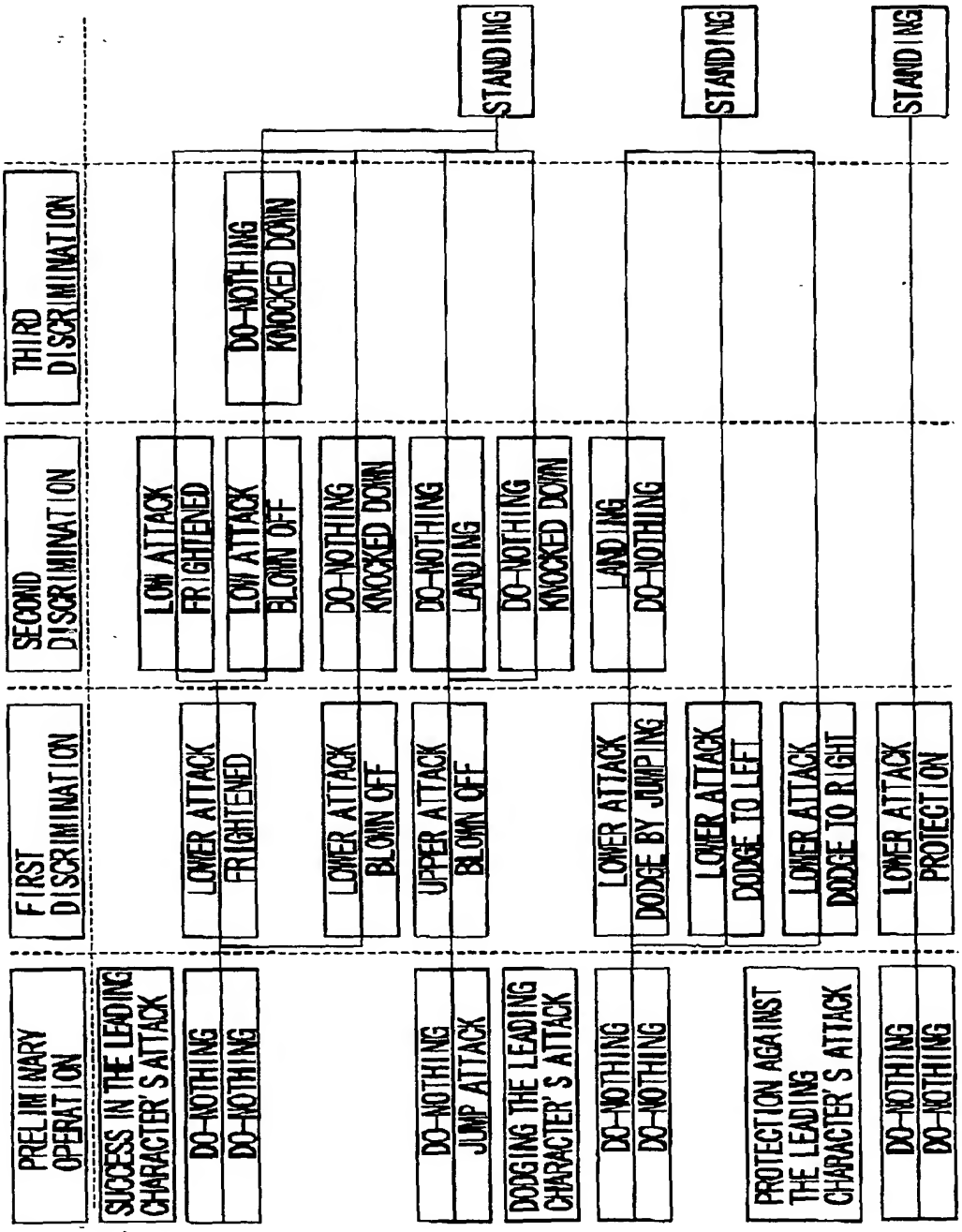
PRELIMINARY OPERATION
FIRST DISCRIMINATION
SECOND DISCRIMINATION
THIRD DISCRIMINATION
SUCCESS IN THE LEADING CHARACTER'S ATTACK
DO-NOTHING
DO-NOTHING
LOWER ATTACK
FRIGHTENED
LOW ATTACK
FRIGHTENED
DO-NOTHING
KNOCKED DOWN
DO-NOTHING
DO-NOTHING
LOWER ATTACK
BLOWN OFF
LOW ATTACK
BLOWN OFF
DO-NOTHING
KNOCKED DOWN
DO-NOTHING
JUMP ATTACK
UPPER ATTACK
BLOWN OFF
DO-NOTHING
LANDING
DODGING THE LEADING CHARACTER'S ATTACK
DO-NOTHING
DO-NOTHING
LOWER ATTACK
DODGE BY JUMPING
LANDING
DO-NOTHING
STANDING
DO-NOTHING
DO-NOTHING
LOWER ATTACK
DODGE TO LEFT
PROTECTION AGAINST THE LEADING CHARACTER'S ATTACK
LOWER ATTACK
DODGE TO RIGHT
STANDING
DO-NOTHING
DO-NOTHING
LOWER ATTACK
PROTECTION
STANDING

FIG. 14

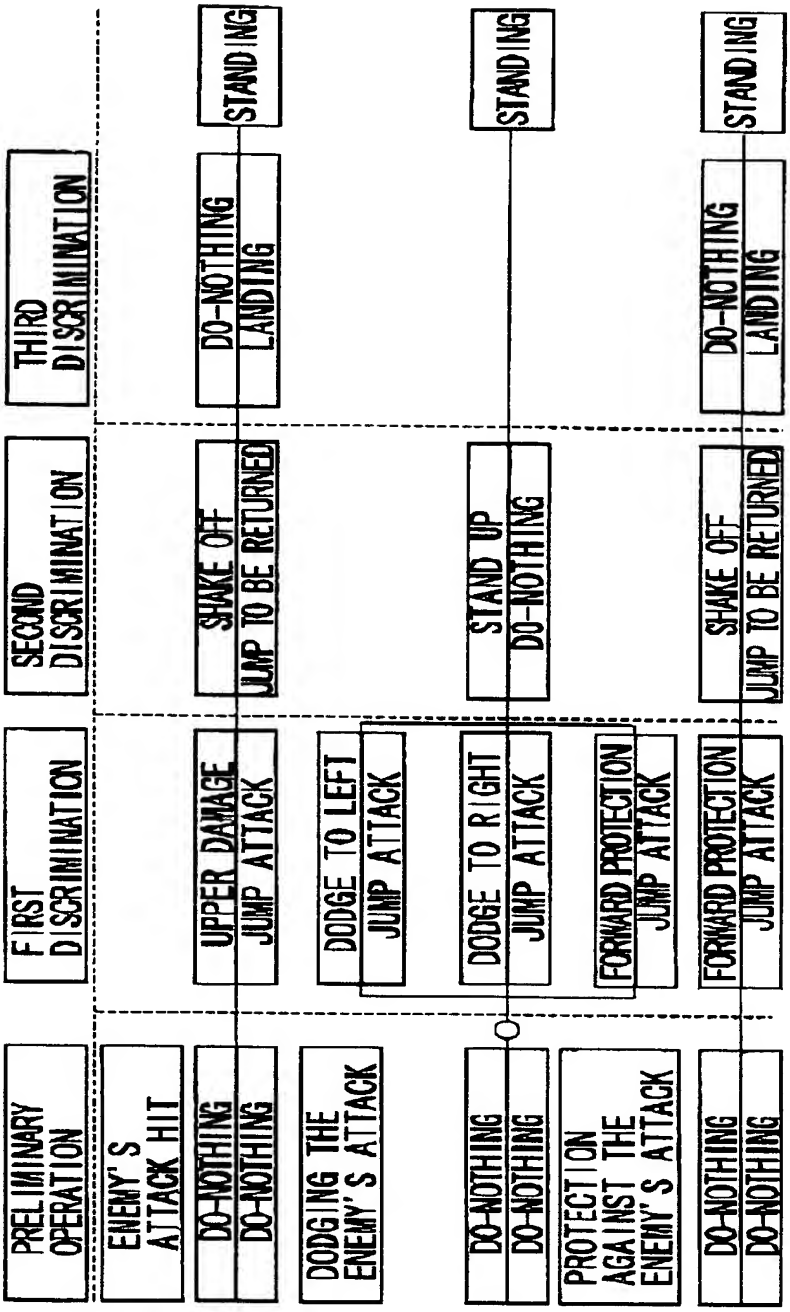
PRELIMINARY OPERATION
FIRST DISCRIMINATION
SECOND DISCRIMINATION
THIRD DISCRIMINATION
ENEMY'S ATTACK HIT
DO-NOTHING
DO-NOTHING
UPPER DAMAGE JUMP ATTACK
SHAKE OFF JUMP TO BE RETURNED
DO-NOTHING LANDING
STANDING
DODGING THE ENEMY'S ATTACK
DODGE TO LEFT JUMP ATTACK
DO-NOTHING
DO-NOTHING
DODGE TO RIGHT JUMP ATTACK
STAND UP DO-NOTHING
STANDING
PROTECTION AGAINST THE ENEMY'S ATTACK
FORWARD PROTECTION JUMP ATTACK
DO-NOTHING
DO-NOTHING
FORWARD PROTECTION JUMP ATTACK
SHAKE OFF JUMP TO BE RETURNED
DO-NOTHING LANDING
STANDING

FIG. 15

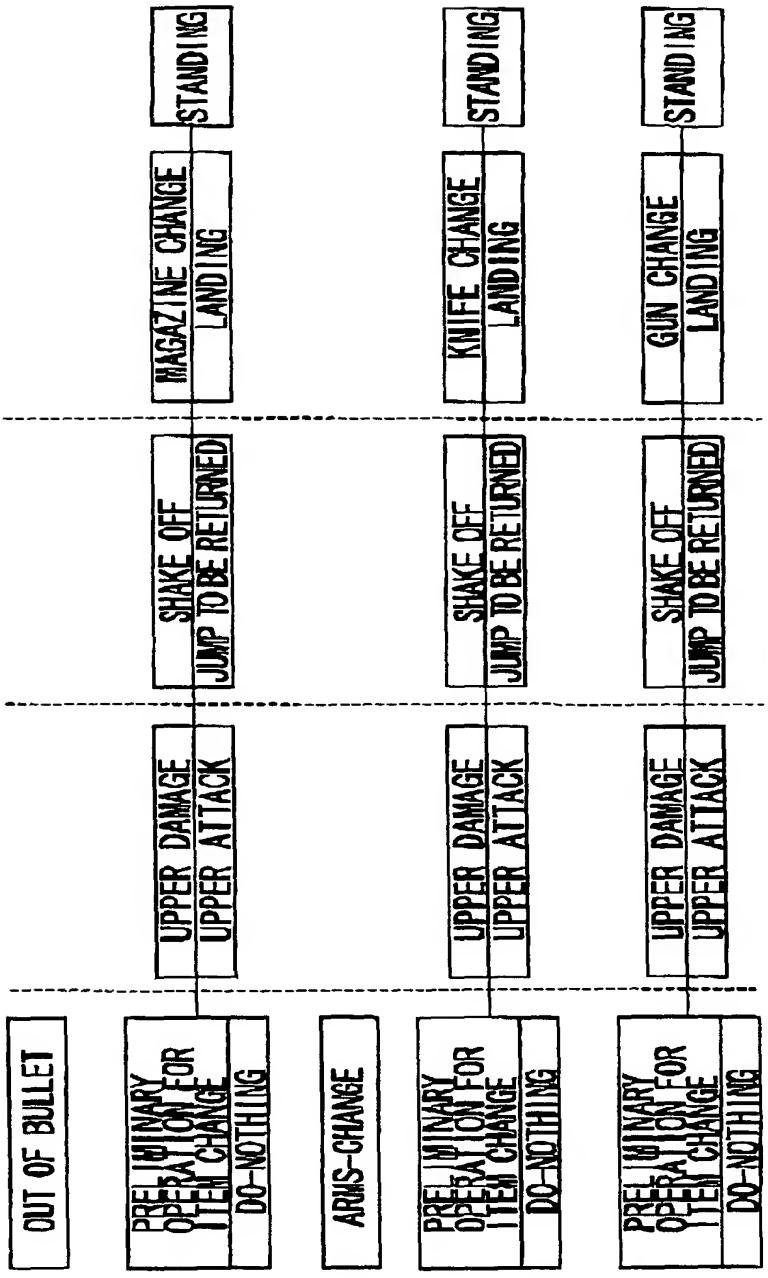
OUT OF BULLET
PRELIMINARY OPERATION FOR ITEM CHANGE
DO-NOTHING
UPPER DAMAGE
UPPER ATTACK
SHAKE OFF
JUMP TO BE RETURNED
MAGAZINE CHANGE
LANDING
STANDING
ARMS-CHANGE
PRELIMINARY OPERATION FOR ITEM CHANGE
DO-NOTHING
UPPER DAMAGE
UPPER ATTACK
SHAKE OFF
JUMP TO BE RETURNED
KNIFE CHANGE
LANDING
STANDING
PRELIMINARY OPERATION FOR ITEM CHANGE
DO-NOTHING
UPPER DAMAGE
UPPER ATTACK
SHAKE OFF
JUMP TO BE RETURNED
GUN CHANGE
LANDING
STANDING

FIG. 16

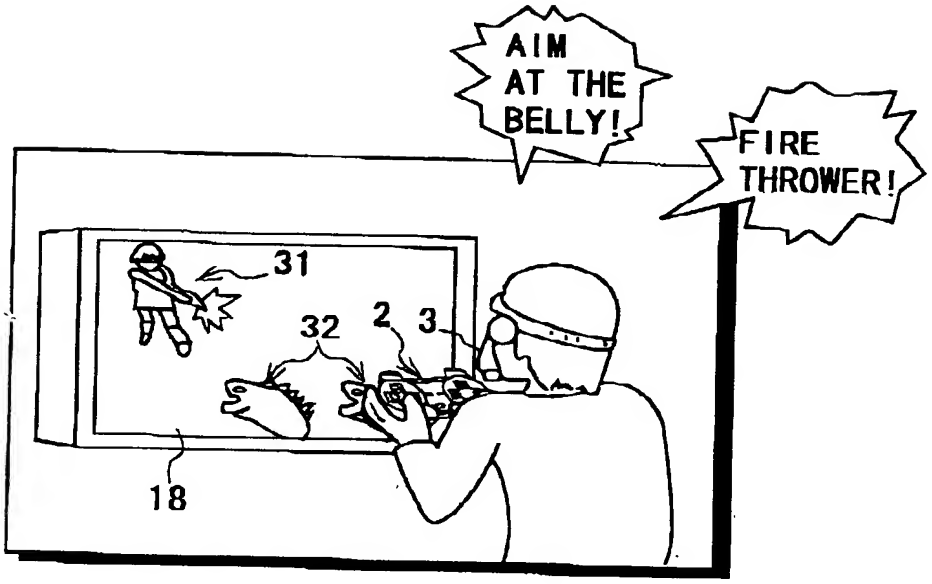
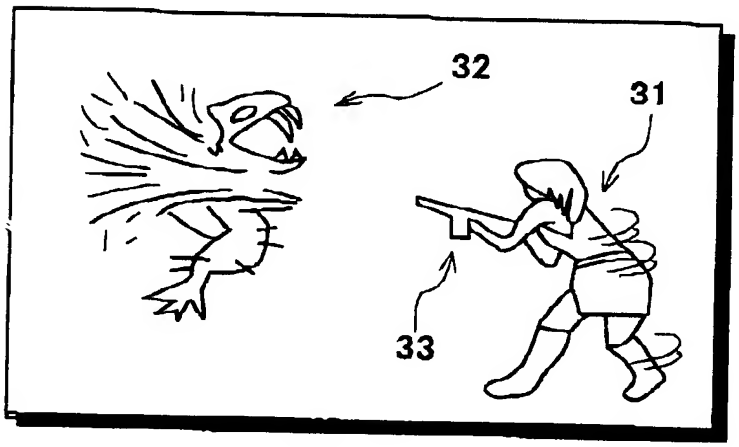
FIG. 17